GAM0183 Game Programming

Laboratory 4b

The aim of this laboratory is to create a minimal game using INFORM 7 which makes use only of vehicle puzzles. As a minimum, the game should feature:

- 4 rooms (a carpark and three streets: north, south, and west)
- two of the three streets form a pedestrian zone region
- a jeep (starts in the carpark) which needs polished
- the player starts on a street that is part of a pedestrian zone
- the game ends successfully when the player drives the polished jeep onto a street that is not designated a pedestrian zone
- a test case for development purposes which shows the game being successfully played

Demonstrate your game solution to the teacher and be sure that a note is made that you successfully created a minimal game, making only use of vehicle puzzles.

Do not try and write all the code all at once. Tackle the development and testing iteratively.